

**In the Claims:**

Please amend claim 31 as indicated below.

1. (Previously Presented) A method for rendering and displaying information using a computer graphics system, the method comprising:

receiving data corresponding to a plurality of objects to be rendered, wherein the data includes a first data value and a second data value for each object;

using the first and second data values for each object to assign each object a first non-positional rendering attribute and a second non-positional rendering attribute;

using the first and second non-positional rendering attributes to select a third non-positional rendering attribute; and

rendering a scene including at least a subset of the plurality of objects, wherein said rendering is performed according to the first, second, and third non-positional rendering attributes, and wherein the scene is displayable on a display device.

2. (Original) The method of claim 1, wherein the first non-positional rendering attribute is size.

3. (Original) The method of claim 2, wherein the second non-positional rendering attribute is opacity.

4. (Original) The method of claim 3, wherein the third non-positional rendering attribute is level of detail.

5. (Original) The method of claim 1, wherein the first and second non-positional rendering attributes are each one of the following: color saturation, drop shadow, animation.

6. (Original) The method of claim 1, wherein the first non-positional rendering attribute is an indicator of whether or not to render text for the object.

7. (Original) The method of claim 1, wherein the first non-positional rendering attribute is font size.

8. (Original) The method of claim 1, wherein the first non-positional rendering attribute is sound volume.

9. (Original) The method of claim 1, wherein the first non-positional rendering attribute is blink rate.

10. (Original) The method of claim 1, wherein the first non-positional rendering attribute is background blending level.

11. (Original) The method of claim 1, wherein the first non-positional rendering attribute is shimmer level.

12. (Original) The method of claim 1, wherein the objects are virtual objects.

13. (Original) The method of claim 1, further comprising re-rendering a particular object in response to detecting that the corresponding first data value for the particular object has changed, wherein said re-rendering includes updating the first non-positional attribute.

14. (Original) The method of claim 13, wherein the detecting and re-rendering is performed in real-time.

15. (Original) The method of claim 1, further comprising zooming in on a particular object by reconfiguring one or more of the non-positional attributes.

16 – 30. (Canceled)

31. (Currently Amended) A computer system, comprising:

a first memory configured to store data, wherein the data includes information describing one or more objects and one or more non-positional attributes for the one or more objects;

a processor configured to:

read the data from the first memory;

render pixels depicting the one or more objects;

select, for each of the one or more objects, one or more auxiliary rendering attributes corresponding to a level of rendering detail, wherein the processor is configured to select, based on the one or more non-positional attributes, the one or more auxiliary rendering attributes;  
and

render the pixels for each of the one or more objects according to the corresponding one or more auxiliary rendering attributes;

a second memory configured to store the pixels rendered by the processor; and

a display device, wherein the display device is configured to display the pixels stored in the second memory.

32. (Previously Presented) The computer system of claim 31, wherein one of the one or more auxiliary rendering attributes is color saturation.

33. (Previously Presented) The computer system of claim 31, wherein one of the one or more auxiliary rendering attributes is a drop shadow.

34. (Previously Presented) The computer system of claim 31, wherein one of the one or more auxiliary rendering attributes is animation.

35. (Previously Presented) The computer system of claim 31, wherein one of the one or more auxiliary rendering attributes is opacity.

36. (Previously Presented) The computer system of claim 31, wherein one of the one or more auxiliary rendering attributes is transparency.

37. (Previously Presented) The computer system of claim 31, wherein one of the one or more auxiliary rendering attributes is an indicator of whether or not to render text for the object.

38. (Previously Presented) The computer system of claim 31, wherein one of the one or more auxiliary rendering attributes is font size.

39. (Previously Presented) The computer system of claim 31, wherein one of the one or more auxiliary rendering attributes is sound volume.

40. (Previously Presented) The computer system of claim 31, wherein one of the one or more auxiliary rendering attributes is blink rate.

41. (Previously Presented) The computer system of claim 31, wherein one of the auxiliary rendering attributes is background blending level.

42. (Previously Presented) The computer system of claim 31, wherein one of the one or more auxiliary rendering attributes is shimmering.

43. (Previously Presented) The computer system of claim 31, wherein the processor is configured to read updated data from the first memory, wherein the processor is configured to use the updated data to re-render the pixels depicting the one or more objects, wherein the processor is configured to select one or more updated auxiliary rendering attributes corresponding to an updated level of rendering detail based on the updated data.

44. (Original) The computer system of claim 43, wherein the updating and re-rendering is performed substantially in real-time.